

What is Claimed is:

1 1. A support structure for enabling interaction with a gaming application
2 comprising:
3 a base including at least one elongated longitudinal member extending along a
4 structure longitudinal axis and plurality of elongated transverse members each secured to
5 and extending transversely from a corresponding longitudinal member end;
6 a game controller to interact with said gaming application; and
7 a rod secured to said base and including said game controller secured thereto,
8 wherein said rod includes dimensions sufficient to support said game controller above said
9 base and in a position enabling a user to operate said game controller in a standing
10 position.

1 2. The support structure of claim 1 further including:
2 at least one gripping surface coupled to said base to accommodate user feet.

1 3. The support structure of claim 1, wherein said rod includes an adjustment
2 mechanism to adjust at least one of a position and orientation of said game controller
3 relative to said user.

1 4. The support structure of claim 3, wherein said adjustment mechanism
2 includes a dimension adjustment mechanism to adjust dimensions of said rod and a
3 position of said game controller relative to said user.

1 5. The support structure of claim 3, wherein said adjustment mechanism
2 includes at least one pivot mechanism to adjust orientation of said game controller relative
3 to said user.

1 6. The support structure of claim 1 further including:
2 a body support secured to said base to support a user lower body portion.

1 7. The support structure of claim 6, wherein said body support includes:
2 a post secured to said base; and

3 a support member secured to said post to engage and support said user lower body
4 portion.

1 8. The support structure of claim 7, wherein said post includes an adjustment
2 mechanism to adjust at least one of a position and orientation of said support member
3 relative to said user.

1 9. The support structure of claim 8, wherein said adjustment mechanism
2 includes a dimension adjustment mechanism to adjust dimensions of said post and a
3 position of said support member relative to said user.

1 10. The support structure of claim 8, wherein said adjustment mechanism
2 includes at least one pivot mechanism to adjust orientation of said support member relative
3 to said user.

1 11. The support structure of claim 1, wherein said rod provides an isometric
2 exercise for said user and includes at least one sensor coupled at a selected location on
3 said rod to measure at least one force applied by said user to at least one of said rod and
4 said game controller, and wherein said applied force effects a measurable strain on said
5 rod.

1 12. The support structure of claim 11 further including:
2 a processor including a data processing module to receive and process data
3 corresponding to applied force information measured by said at least one sensor, wherein
4 said data processing module produces information in a format resembling data output from
5 a gaming application peripheral to facilitate user interaction with said gaming application
6 in response to said force applied by said user.

1 13. The support structure of claim 11, wherein said game controller includes:
2 a processor including a data processing module to receive and process data
3 corresponding to applied force information measured by said at least one sensor.

1 14. The support structure of claim 13, wherein said game controller further
2 includes:

3 a display controlled by said processor to output information relating to said at least
4 one force applied by said user.

1 15. The support structure of claim 14, wherein said processor further
2 determines an amount of work applied by said user for a selected period of time and
3 controls said display to output information relating to the amount of work applied by said
4 user.

1 16. The support structure of claim 13, wherein said processor further
2 selectively adjusts an amount of said at least one force that must be applied by said user to
3 facilitate user interaction with said gaming application.

1 17. The support structure of claim 16 further including:
2 an input device to input to said processor the amount of said at least one force that
3 must be applied by said user.

1 18. The support structure of claim 11, wherein said game controller includes a
2 handle to receive at least one force applied by said user.

1 19. The support structure of claim 1 further including:
2 at least one input device that is manipulable by said user to effect at least one of
3 isokinetic and isotonic exercise by said user.

1 20. A support structure for enabling interaction with a gaming application
2 comprising:

3 a game controller to interact with a gaming application; and

4 a rod including said game controller secured thereto, wherein said rod is
5 configured for attachment to at least one of a wall, ceiling, floor and door and includes
6 dimensions sufficient to support said game controller in a position enabling a user to
7 operate said game controller in a standing position.

1 21. The support structure of claim 20, wherein said rod includes an adjustment
2 mechanism to adjust at least one of a position and orientation of said game controller
3 relative to said user.

1 22. The support structure of claim 20, wherein said rod provides an isometric
2 exercise for said user and includes at least one sensor coupled at a selected location on
3 said rod to measure at least one force applied by said user to at least one of said rod and
4 said game controller, and wherein said applied force effects a measurable strain on said
5 rod and indicates a desired action within said gaming application.

1 23. A method of enabling interaction with a gaming application comprising:

2 (a) supporting a game controller above a support surface and in a position
3 enabling a user to operate said game controller in a standing position via a support
4 structure, wherein said support structure includes a base with at least one elongated
5 longitudinal member extending along a structure longitudinal axis and plurality of
6 elongated transverse members each secured to and extending transversely from a
7 corresponding longitudinal member end and a rod secured to said base with said game
8 controller secured thereto; and

9 (b) interacting with said gaming application via said game controller.

1 24. The method of claim 23, wherein step (a) further includes:

2 (a.1) accommodating user feet via a gripping surface secured to said structure.

1 25. The method of claim 23, wherein step (a) further includes:

2 (a.1) enabling adjustment of at least one of a position and orientation of said game
3 controller relative to said user.

1 26. The method of claim 25, wherein step (a.1) further includes:

2 (a.1.1) enabling adjustment of dimensions of said rod and a position of said game
3 controller relative to said user.

1 27. The method of claim 25, wherein step (a.1) further includes:

2 (a.1.1) enabling pivoting of said game controller relative to said user to adjust
3 game controller orientation relative to said user.

1 28. The method of claim 23, wherein step (a) further includes:

2 (a.1) supporting a user lower body portion via a body support secured to said
3 base, wherein said body support includes a support member to engage and support said
4 user lower body portion.

1 29. The method of claim 28, wherein step (a.1) further includes:

2 (a.1.1) enabling adjustment of at least one of a position and orientation of said
3 support member relative to said user.

1 30. The method of claim 29, wherein said body support further includes a post
2 secured to said base and coupled to said support member, and wherein step (a.1.1) further
3 includes:

4 (a.1.1.1) enabling adjustment of dimensions of said post and a position of
5 said support member relative to said user.

1 31. The method of claim 29, wherein step (a.1.1) further includes:

2 (a.1.1.1) enabling pivoting of said support member relative to said user to
3 adjust support member orientation relative to said user.

1 32. The method of claim 23, wherein said rod provides an isometric exercise
2 for said user and includes at least one sensor coupled at a selected location on said rod,
3 and step (b) further includes:

4 (b.1) measuring at least one force applied by said user to at least one of said rod
5 and said game controller, wherein said applied force effects a measurable strain on said
6 rod.

1 33. The method of claim 32, wherein step (b) further includes:

2 (b.2) receiving and processing data corresponding to applied force information
3 measured by said at least one sensor.

1 34. The method of claim 33, wherein step (b) further includes:
2 (b.3) producing information in a format resembling data output from a gaming
3 application peripheral to facilitate user interaction with said gaming application in
4 response to said force applied by said user.

1 35. The method of claim 33, wherein step (b) further includes:
2 (b.3) displaying information relating to said at least one force applied by said
3 user.

1 36. The method of claim 33, wherein step (b) further includes:
2 (b.3) determining an amount of work applied by said user for a selected period of
3 time and displaying information relating to the amount of work applied by said user.

1 37. The method of claim 32, wherein step (b) further includes:
2 (b.2) selectively adjusting an amount of said at least one force that must be
3 applied by said user to facilitate user interaction with said gaming application.

1 38. The method of claim 37, wherein step (b.2) further includes:
2 (b.2.1) enabling entry of the amount of said at least one force that must be applied
3 by said user.

1 39. The method of claim 32, wherein said game controller includes a handle to
2 receive at least one force applied by said user.

1 40. The method of claim 23, wherein said support structure includes at least
2 one input exercise device that is manipulable by said user, and step (b) further includes:
3 (b.1) effecting at least one of isokinetic and isotonic exercise by said user to
4 interact with said gaming application.

1 41. A method of enabling interaction with a gaming application comprising:
2 (a) supporting said game controller in a position enabling a user to operate said
3 game controller in a standing position via a rod, wherein said rod includes said game

4 controller secured thereto and is configured for attachment to at least one of a wall,
5 ceiling, floor and door; and
6 (b) interacting with said gaming application via said game controller.

1 42. The method of claim 41, wherein step (a) further includes:
2 (a.1) enabling adjustment of at least one of a position and orientation of said game
3 controller relative to said user.

1 43. The method of claim 41, wherein said rod provides an isometric exercise
2 for said user and includes at least one sensor coupled at a selected location on said rod,
3 and step (b) further includes:
4 (b.1) measuring at least one force applied by said user to at least one of said rod
5 and said game controller, wherein said applied force effects a measurable strain on said
6 rod and indicates a desired action within said gaming application.